

WHAT IS CLAIMED IS:

- 1 1. A method for synchronizing operations in a computer environment with
2 accompanying audio, said method comprising:
3 replaying said operations and said accompanying audio in said
4 computer environment, said operations resulting from processing of recorded user
5 inputs;
6 creating a synchronization point at a common point in said replaying
7 of said operations and said accompanying audio; and
8 associating said synchronization point with said accompanying audio,
9 said synchronization point providing a reference point to substantially synchronize
10 said accompanying audio when said operations are replayed in a replay computer
11 environment using said recorded user inputs.

- 1 2. The method of claim 1 wherein said creating of said synchronization point
2 includes creating said synchronization point in response to a user command.

- 1 3. The method of claim 1 wherein said common point is at a point in time where
2 there is no audio output during said replaying of said accompanying audio.

- 1 4. The method of claim 1 further comprising obtaining a current time value
2 associated with said processing of said recorded user inputs, said current time value
3 corresponding to said synchronization point.

- 1 5. The method of claim 1 further comprising saving said synchronization point
2 in a first file containing said accompanying audio, said first file being different than a
3 second file containing said recorded user inputs.

1 6. The method of claim 1 further comprising changing a time value of said
2 synchronization point in response to a positional change of a marker of said
3 synchronization point in a timeline.

1 7. The method of claim 1 further comprising:
2 detecting said synchronization point during a subsequent replay of said
3 operations and said accompanying audio in said replay computer environment, said
4 subsequent replay involving another processing of said recorded user inputs;
5 comparing said synchronization point with a time value associated
6 with said another processing of said recorded user inputs; and
7 selectively pausing said subsequent replay of said accompanying audio
8 if a difference between said synchronization point and said time value exceeds a
9 predefined amount so that said subsequent replay of said operations can catch up to
10 said accompanying audio.

1 8. The method of claim 7 further comprising resuming said subsequent replay of
2 said accompanying audio if a difference between said synchronization point and a
3 current time value exceeds a second predefined amount, said current time value being
4 associated with said another processing of said recorded user inputs.

1 9. The method of claim 8 wherein said second predefined amount equals said
2 predefined amount.

- 1 10. A method for synchronizing operations in a computer environment with
2 accompanying audio, said method comprising:
3 replaying said operations in said computer environment, including
4 replaying said accompanying audio, said operations resulting from processing of
5 recorded user inputs;
6 detecting a synchronization point during said replaying of said
7 accompanying audio;
8 comparing said synchronization point with a time value associated
9 with said processing of said recorded user inputs; and
10 selectively pausing said replaying of said accompanying audio if a
11 difference between said synchronization point and said time value exceeds a
12 predefined amount so that said replaying of said operations can catch up to said
13 accompanying audio.
- 1 11. The method of claim 10 further comprising resuming said replaying of said
2 accompanying audio if a difference between said synchronization point and a current
3 time value exceeds a second predefined amount, said current time value being
4 associated with said processing of said recorded user inputs.
- 1 12. The method of claim 11 wherein said second predefined amount equals said
2 predefined amount.
- 1 13. The method of claim 10 further comprising displaying said synchronization
2 point as a marker on a timeline, said timeline including time values extracted from
3 said recorded user inputs.
- 1 14. The method of claim 10 further comprising:
2 creating said synchronization point at a common point in a replay of
3 said operations and said accompanying audio; and
4 associating said synchronization point with said accompanying audio.

1 15. The method of claim 14 wherein said creating of said synchronization point
2 includes creating said synchronization point in response to a user command.

1 16. The method of claim 14 wherein said common point is at a point in time
2 where there is no audio output of said accompanying audio.

1 17. The method of claim 14 further comprising saving said synchronization point
2 in a first file containing said accompanying audio, said first file being different than a
3 second file containing said recorded user inputs.

1 18. The method of claim 14 further comprising changing a time value of said
2 synchronization point in response to a positional change of a marker of said
3 synchronization point in a timeline.

1 19. A storage medium readable by a computer, tangibly embodying a program of
2 instructions executable by said computer to perform method steps for synchronizing
3 operations in a computer environment with accompanying audio, said method
4 comprising:

5 replaying said operations and said accompanying audio in said
6 computer environment, said operations resulting from processing of recorded user
7 inputs;

8 creating a synchronization point at a common point in said replaying
9 of said operations and said accompanying audio; and

10 associating said synchronization point with said accompanying audio,
11 said synchronization point providing a reference point to substantially synchronize
12 said accompanying audio when said operations are replayed in a replay computer
13 environment using said recorded user inputs.

1 20. The storage medium of claim 19 wherein said creating of said synchronization
2 point includes creating said synchronization point in response to a user command.

1 21. The storage medium of claim 19 wherein said common point is at a point in
2 time where there is no audio output during said replaying of said accompanying
3 audio.

1 22. The storage medium of claim 19, wherein said method further comprises
2 obtaining a current time value associated with said processing of said recorded user
3 inputs, said current time value corresponding to said synchronization point.

1 23. The storage medium of claim 19, wherein said method further comprises
2 saving said synchronization point in a first file containing said accompanying audio,
3 said first file being different than a second file containing said recorded user inputs.

1 24. The storage medium of claim 19, wherein said method further comprises
2 changing a time value of said synchronization point in response to a positional change
3 of a marker of said synchronization point in a timeline.

1 25. The storage medium of claim 19, wherein said method further comprises:
2 detecting said synchronization point during a subsequent replay of said
3 operations and said accompanying audio in said replay computer environment, said
4 subsequent replay involving another processing of said recorded user inputs;
5 comparing said synchronization point with a time value associated
6 with said another processing of said recorded user inputs; and
7 selectively pausing said subsequent replay of said accompanying audio
8 if a difference between said synchronization point and said time value exceeds a
9 predefined amount so that said subsequent replay of said operations can catch up to
10 said accompanying audio.

1 26. The storage medium of claim 25, wherein said method further comprises
2 resuming said subsequent replay of said accompanying audio if a difference between
3 said synchronization point and a current time value exceeds a second predefined
4 amount, said current time value being associated with said another processing of said
5 recorded user inputs.

1 27. The storage medium of claim 26 wherein said second predefined amount
2 equals said predefined amount.

1 28. A storage medium readable by a computer, tangibly embodying a program of
2 instructions executable by said computer to perform method steps for synchronizing
3 operations in a computer environment with accompanying audio, said method
4 comprising:

5 replaying said operations in said computer environment, including
6 replaying said accompanying audio, said operations resulting from processing of
7 recorded user inputs;

8 detecting a synchronization point during said replaying of said
9 accompanying audio;

10 comparing said synchronization point with a time value associated
11 with said processing of said recorded user inputs; and

12 selectively pausing said replaying of said accompanying audio if a
13 difference between said synchronization point and said time value exceeds a
14 predefined amount so that said replaying of said operations can catch up to said
15 accompanying audio.

1 29. The storage medium of claim 28, wherein said method further comprises
2 resuming said replaying of said accompanying audio if a difference between said
3 synchronization point and a current time value exceeds a second predefined amount,
4 said current time value being associated with said processing of said recorded user
5 inputs.

1 30. The storage medium of claim 29 wherein said second predefined amount
2 equals said predefined amount.

1 31. The storage medium of claim 28 further comprising displaying said
2 synchronization point as a marker on a timeline, said timeline including time values
3 extracted from said recorded user inputs.

1 32. The storage medium of claim 28 wherein said method further comprises:
2 creating said synchronization point at a common point in a replay of
3 said operations and said accompanying audio; and
4 associating said synchronization point with said accompanying audio.

1 33. The storage medium of claim 32 wherein said method further comprises
2 wherein said creating of said synchronization point includes creating said
3 synchronization point in response to a user command.

1 34. The storage medium of claim 32 wherein said common point is at a point in
2 time where there is no audio output of said accompanying audio.

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2 35. The storage medium of claim 32 further comprising saving said
3 synchronization point in a first file containing said accompanying audio, said first file
4 being different than a second file containing said recorded user inputs.

1 36. The storage medium of claim 32 further comprising changing a time value of
2 said synchronization point in response to a positional change of a marker of said
3 synchronization point in a timeline.